GAME FACTORY (Unfinished)
ECS Cartridge Instructions
(For 1 player)

USE WITH ANY INTELLIVISION@ MASTER COMPONENT, COMPUTER ADAPTOR AND COMPUTER KEYBOARD.

Game Factory is a sophisticated home game development system for use with any Master Component and the ECS Computer Adaptor. It is a menu- driven system - i.e., it requires no programming language or computerese.

In learning to use this cartridge it is recommended that you not try to learn everything at one sitting. There is enough material in this cartridge to keep you occupied for quite a while. And experiment - the power and versatility of many of the features won't become obvious until you've played with them for some time.

You will be also learning some of the inside workings of the Intellivision. Many of the features of Game Factory are taken from the actual prototyping tools used by the game developers at Mattel Electronics. In designing your games you will be facing many of the same artistic decisions that the developers face: How to make the most of 8 single color moving objects. How best to use and reuse 45 card pictures to build a screen of 240 cards. And most important: what makes a game fun?

OVERVIEW

Game Factory comes with a preprogrammed game that you can start playing - and modifying - immediately.

For starters, let's play a practice game.

Be sure your computer adaptor and keyboard are plugged into your Master Component correctly. Plug in the Game Factory cartridge.

POWER UP THE SYSTEM AND PRESS RESET BUTTON: Title will appear on TV screen.

Press any key on the KEYBOARD to get past the title screen. You should now see the MAIN MENU. Each selection on the main menu represents one "department" in Game Factory. For now, let's get right into the game.

You will see a yellow bar highlighting one of the selections on the menu. To move this light bar, use either the up/down arrow keys on the keyboard or press the number of the selection you want.

We want to play the game. To do this, select "RUN GAME" on the main menu. First, try pressing the "5' key on your keyboard. "RUN GAME" should light up. Now, to tell GAME FACTORY you are ready to go ahead, press the <RTN> key. You should now see the game title screen.

In Game Factory, there are 2 major sections. You may either work on a game, or actually play the game. When working on the game, everything is done using the ECS keyboard. When playing the game, you use the Intellivision hand controllers.

WITH THE TITLE SCREEN FOR THE GAME IS NOW UP - SELECT SPEED Press button 1,2, or 3 to select a SLOWER game speed. Press Direction Disc for fastest speed.

In this game, you are a caveman trying not to be dinner for the creatures who surround you. Use the hand controller wheel to move. You are floating on a log in the middle of a primeval river - the banks are quicksand, so you can't move out of the water - neither can the dinosaurs. The pterodactyl will pick you up and carry you away, the two dinosaurs will knock you into the water. You have 4 extra lives, one of which you lose if the pterodactyl or dinosaurs get you. When

you have lost your last life, the game is over.

In addition to dodging the nasties, you can throw rocks at them. To throw a rock press any top action button. The rock will go in the last direction you had pressed on the wheel. You get 1000 points for hitting the dinosaurs, 5000 points for hitting the pterodactyl, and 9000 for hitting the small pterodactyl which flies back and forth across the top of the screen. You receive one bonus life every time you get 90,000 points or any multiple thereof.

When the game is over, you can re-start it by pressing CTL-G (G for GAME). Actually, ANY time you press CTL-G, you will go straight to the game title screen.) To get back to the GAME FACTORY, press either the <RTN> or <ESC> key on the keyboard.

Play the model game a few times to get a feel for everything that is going on. Later, you will be able to change EVERYTHING in this game.

GAME FACTORY "FLOORPLAN"

The MAIN MENU is just like the main directory you find on the ground floor of any office building. It tells you what the major divisions of the factory are. In Game Factory, you may work on the GAME SCREEN, MOVING OBJECTS, or GAMEPLAY OPTIONS. You may also decide to load in a game you have saved on cassette or you may save your new game on cassette. Finally, you may RUN your GAME.

Each "department" in GAME FACTORY is color-coded. GAME SCREEN uses tan letters and header blocks, MOVING OBJECTS uses green lettering and header blocks and GAMEPLAY OPTION uses light blue. This makes it easier for you to tell where you are.

To move around GAME FACTORY, you will use a simple set of commands from your keyboard. Most of the work in GAME FACTORY may be done using the following keys:

NUMERIC KEYS - Use to make selections from menus and to enter numeric data.

ARROW KEYS - Use to move cursors and objects. These keys will auto-repeat if held down continuously.

<RTN> KEY - After making a selection from the menu, or after entering 2-digit numeric data, press to proceed to the next screen, or to enter a command.

<ESC> KEY - Press to go back to the previous screen. If you press <ESC> repeatedly, you will always get back to MAIN MENU.

ALPHABETIC KEYS - Use to answer Y(es)/N(o) when prompted. Also used to make menu selections which are preceded by a letter.

SPECIAL GRAPHICS KEYS

<SP> Press to put cards into the GAME SCREEN or to turn pixels on/off when drawing cards and pictures.

"T" - TAKE - When working on GAME SCREEN, press to take card under cursor. This card can then be moved by cursor, and put into other parts of the screen with the <SP> key.

GAME SCREEN

Let's assume you have finished playing the model game and are ready to start changing it. For starters, let's see what we can do to the GAME SCREEN.

The GAME SCREN is the "background picture", the setting for your game. Select GAME SCREEN on the MAIN MENU (Use the "1" key or press the up or down arrow

until the light bar moves to GAME SCREEN.) Now press <RTN>.

WORK ON SCREEN

You should see another menu - this menu guides you to the specific work screens where you may change the GAME SCREEN. For now, let's just "WORK ON SCREEN". This selection should already be lit up - if not, press "1" or use the arrow keys to move the light bar to WORK ON SCREEN. Press <RTN>.

This screen should look familiar. It is the GAME SCREEN for the game you were playing.

The INTELLIVISION GAME SCREEN is made of 240 little squares or "CARDS". The screen measures 20 cards across, 12 cards high. A card is a little square picture that you "plug into" the game screen. A card may be two different colors.

Look at the cursor which should be flashing in the upper left corner of the game screen. It is carrying 1 card in two colors - it is flashing to make it easier to see. If you press any of the arrow keys, the cursor will move - notice, you are not changing the screen yet. To "plug" this card into the screen, press the space bar. Move the cursor - you should see a little triangular shaped picture colored tan on blue. Press the space bar again - move the cursor and see what you left behind.

Perhaps you want to put a different card into the screen - maybe the flames and sparks from the volcano. Move the cursor until it is right on top of the volcano flames. Now press "T" (for TAKE). The cursor should change. Move it. Press space bar.

You may take any card on the screen (using "T"), move it anywhere else (using arrow keys) and plug it in (using <SP>). Try building a big volcano on the left side of the screen - pick up the flames, move to the left and put the card down. Then go back , take the red/black lava picture, put it under the flames you just put down. go back and take the left edge of the volcano - etc. have fun.

Everything you do here is automatically put into your games. To prove this, press CTL-G to go to the game screen, press the hand controller. All the changes you made to the game screen should show up here.

You probably find that some of your early attempts are not as good as you would like, and not worth saving. If you want to wipe your work clean - all you have to do is press RESET on the master component. This will erase all of your work and re-load the standard model game.

BE VERY CAREFUL WHEN PRESSING RESET. If you have worked on your game for several hours, you have to save it on cassette before you press RESET - if you forget, you will lose all of your work.

As you get more accustomed to working on GAME SCREEN, you may find you want to put down a whole row of column of cards. To do this, press the SHIFT key AND ARROW key - the cursor will move and drop cars as it moves.

WORK ON CARDS

So far, you've just picked up and moved cards already defined on screen. What if you want to create some new cards? From the GAME SCREEN menu, choose the second option: WORK ON CARDS.

On this screen you will see the 45 unique cards that can be used in your game. No every card has to be defined or used; in fact, in our preprogrammed game, only 14 cards are used. Since an Intellivsion game screen contains 240 cards, drawing an Intellivsion picture requires clever use of the cards you defined.

Many will have to be reused. (This is not a limitation of GAME FACTORY - this is how the Intellivsion works. Carefully inspect your favorite Intellivision games and you should be able to see how card patterns on the screens have been reused over and over to build the pictures.)

Note that all the cards you see on this screen use the same colors. That is because the colors on a card are independent of the patter. Once a card is defined, it can be reused with different colors in different places. No matter how many color variations are used of it, it is still counted as one card. At this point, we are only looking at the patterns.

You can now change an existing card, or define a new one.

Select any card using the arrows. Hit <RTN>. You will now see the work screen for that card. In the window at the left is an enlarged view of the card. Coordinates from 1 to 8 at the top and left of this window will help you located pixels on the card. This can be helpful when designing an image that will use multiple cards.

Use the arrow keys to select a pixel in the window. Hit <SP> to toggle it on or off - effectively toggling it between the "front" color defined for this card and the "back" color. Go up a level and you will see the change in the card. Go back to the game screen or into the game and you will see the change on the card, everywhere the card is used.

The work screen for the card has several other options, numbered at the right. These are:

1: Window - edit the pixels while showing a section of the game screen
2: Color - define the front and back colors
3: Copy   - copy the pattern from another card*
4: Clear - erase all pixels
5: Invert - toggle all pixels from on to off (front to back colors)
6: Flip   - flip the card left-right or up-down depending on how the arrow is set (use the arrow keys to set the direction of the arrow)
7: Fill   - turns all pixels on (front color) in the direction of the arrow from the first or last pixel in each row or column (use the arrow keys to set direction of the arrow)*
8: Shift - shift all pixels by one in the direction of the arrow (use the arrow keys to set direction of the arrow); pixels wrap around as they are shifted off an edge
9: Rotate - rotate the card 90 degrees clockwise

Select using the number keys. Hit <RTN> after each selection.

*Provides an UNDO to put the card back the way it was.

All of these selections have an immediate effect on the cards on the screen except one: COLOR.

As pointed out before, color is independent of the card's pattern. The same card can be on screen many times, each card with a different color combination. Once you define the color of a card on the work screen, you will then have to go place it on the game screen.

When you select 2: color, you can change the front and back colors. When you change the front (F) color, there are 8 colors to choose from. When you change the back (B) color, there are 16 colors to choose from.

Again, this is a characteristic of the Intellivision. There are some color combinations you cannot get onto one card (pink and orange, for example).

As you select colors, you will not see changes in the left window. However, the

card, actual size, will appear at the top of the screen in the colors you pick.

Once you have selected the colors you want, hit <RTN>, then <ESC>. On the screen with all 45 cards, all the cards are now in the colors you selected. Don't worry - this hasn't affected anything on screen. Go to the game screen and you'll see: no difference.

But now when you hit <SP> to place the card, it will be in the colors you have selected. Previous locations with the card in different colors are not affected.

ANIMATED CARDS

In order to explain animated cards, we need a quick lesson in how the Intellivision itself works. The Intellivision has 8 moving objects that can be defined and can move around the screen. But sometimes you want more movement onscreen than just 8 objects can provide. So what do you do?

Well, the pictures for the moving objects are stored in the same area where the pictures are stored for the screen background. You can place the definition for a moving object into the background like any other card. The animation defined for the moving object then becomes part of the background screen.

Since moving objects are 8 bits wide and 16 bits high, while background cards are only 8 bits by 8 bits, there are two card definitions in each moving object.

Select Animated Cards. You will see there are 4 cards to choose from. These are actually the animations for the last two moving object, #8 and #7 (left to right; two cards per moving object). For our preprogrammed game, moving object #7 is a dinosaur. Its picture definition shows up as Animated Cards 3 and 4. Since it really is a moving object in the game, it is not used as an Animated Card for our background.

Moving object #8, however, has been used in our game as two animated background cards. The two halves, top and bottom, of the moving object appear as Animated Cards 1 and 2. Card 1 provides the animation of our volcano flames. Card 2 provides the animation of our waves.

On the Animated Cards screen you can select one of the four cards by typing its number. You can then select front and back colors for it as you did with normal background cards. Once you have selected the colors, you can retrun to the game screen and place the animated cards as you did the normal cards.

You cannot define the patterns and animations of the cards on this screen. You do that under Moving Objects.

SCREEN COLORS

Under screen colors you can do three things:

1. Pick a color for the border around your game.

2. Choose a color that appears in the front of a card and change it everywhere on screen to another color.

3. Choose a color that appears in the back of a card and change it everywhere on screen to another color.

All of these tasks are simple to achieve: just follow the onscreen instructions.

SCREEN LIBRARY

There are 4 preprogrammed background screens you can use for your game, the alphabet to help you design a text screen or you can start with a blank screen

and let your imagination go.

Select a screen, and then type either V for View or C for Copy, followed by <RTN>. If you choose copy, you'll be asked if you are sure. Hit <RTN> again to make the library screen your actual game screen. (If you change your mind, hit <ESC> instead of <RTN>.)

MOVING OBJECTS

As mentioned earlier, the Intellivision can have 8 moving objects on screen. This is where you define the objects, what they do, and how they interact.

WORK BENCH

The Work Bench is where you can review all of the Moving Objects for your game. You see each object and its animation under its number, 1 to 8. Note that for our preprogrammed game, Moving Object #8 is actually a combination of the background animations for our volcano flames (top of the object) and our waves (bottom of the object). This was described under Animated Cards, above. You can also move the Moving Objects around the screen to test their interactions.

GRAPHICS

Under graphics you can create or change the pictures that make up each Moving Object's animation; define each Moving Object's color, size, and other features; or pick a predefined Moving Object from the library.

WORK ON PICTURES

A Moving Object can have up to 15 animation pictures, although there is a limit of 64 animation pictures total for the 8 Moving Objects - not all can have the full 15 pictures.

Work on Pictures shows you the 64 available pictures on three pages. For our preprogrammed game, you can see that the dinosaur takes up the first 8 pictures for its animations. The man takes up the next 12, and so on.

Note that despite two of the Moving Objects are dinosaurs, there is only one set of pictures defining a dinosaur. This is because two of the Moving Objects share the same pictures.

Us the arrows to pick one of the pictures to work on. Hit <RTN>. Now you see a screen to edit the picture. This is similar to the screen used earlier to edit background cards.

The COPY, CLEAR, INVERT, FLIP, FILL and SHIFT functions are the same as with editing background cards. Note, however, that whereas the background cards are 8 pixels wide and 8 pixels high, the Moving Objects are 8 pixels wide by 16 pixels high.

Since you are defining animation pictures, you will want to see how the pictures look in sequence, one after the other. For this, use the TEST function.

Type 2 for Test, then <RTN>. The test will begin with the currently selected picture. Enter the number of pictures in the test sequence. Now hit <RTN> repeatedly to cycle through the animation sequence. Use the left and right arrows to select sequencing up or down through the pictures.

At the top of the screen you will see the animation in the four sizes you can choose for the object on the Define Object screen.

DEFINE OBJECT

Define Object lets you set the features for each Moving Object. Select the number of the Moving Object and it will appear at the bottom of the screen. As you make each of the following choices, you will see its effect on the Moving Object.

Start Pic.: This is the first picture in the animation sequence for the object. (1 through 64.)

No. Pics.: This is the number of pictures in the animation sequence for the object. (1 through 15.)

Pic. Speed: This is how fast the animation pictures cycle, from 1 (slowest) to 50 (fastest).

Color: Choose from the 16 colors shown, using the arrow keys. Unlike cards, which have front and back colors, a Moving Object has only one color. The background screen will show through the "off" pixels in the Moving Object.

Size: Each Moving Object can be set to one of four sizes. Hit <RTN> repeatedly while Size is highlighted to watch the Moving Object cycle through the four sizes.

Hide: Normally, Moving Object always move in front of the cards that define the game screen. If you set Hide by pressing Y(es), then the Moving Object will move behind the pixels set "on" in the background cards. This lets you draw items on your game screen that will appear to be in the foreground, that is, they will appear "on top" of the Moving Object that have Hide set.

PICTURE LIBRARY

There are 32 predefined Moving Objects in the Picture Library on 4 pages. Type 1 to 4 to select the page, then use the arrows to select a Moving Object on the page. The number of pictures in each animation is displayed, from 1 to 8.

Hit C to Copy the Moving Object into the 64-picture area where Moving Object animations are stored. Type in the location to place the first picture of the animation. Keep in mind that in most cases you are copying over more than the picture. Be careful or you could wind up accidentally overwriting pictures you didn't intend to.

OBJECT COLLISIONS

Object Collisions lets you set up what happens when any object hits any other object.

Use the arrows to select any object on the screen. Once an object is selected, type in the number of any other object. At the bottom of the screen, it displays what happens when these two objects hit each other. There are several options:

1. No Interaction: Nothing happens when they hit.

2. Print Message: A message appears on screen saying that the two objects have collided. This is useful during the design of the game.

3. Special Effect: An effect occurs when the objects hit.

4 Explode Weapon: One of the Moving Objects is a weapon, which explodes when it hits the other object.

These can be set for each pair of objects. Select the first object with the arrows and type in the number of the second object. Hit <RTN>.

Unless one of the Moving Objects is a weapon (which will be defined later under

GAMEPLAY OPTIONS), there are three choices:

1. No Interaction: Nothing happens when they hit.

2. Print Message: display message when interaction occurs.

3. Special Effect: assign an effect to happen when the objects interact.

Choosing Special Effect will display three choices:

O: Object No. - pick which of the two objects will be affected

E: Effect No. - pick the effect, 1 through 8 (defined later under GAMEPLAY OPTIONS)

G: Glue? - type Y or N to choose if the two objects stick together after they interact.

If one of the Moving Objects is a weapon, there are two choices:

1. No Interaction - nothing hapens when the objects interact

2. Explode Weapon - assign an effect to happen when the objects interact.

Choosing Explode Weapon will display a further choice:

E: Effect No. - pick the effect, 1 through 8 (defined later under GAMEPLAY OPTIONS).

BACKGROUND COLLISIONS

As you select each of the eight objects with the arrows, at the bottom of the screen is the currently set interaction with the background. Press <RTN> to change the setting.

Note that a background interaction occurs when a Moving Object hits a card with pixels that are turned "on" (has a front color).

1: No Interaction - nothing happens

2: Print Message - display message when an interaction occurs

3: Kill Object - the Moving Object disappears

4: Poof Object - alter the Moving Object's direction

5: Erase card - turns off all the pixels on the card hit (front color erased)

MOTION

Set the motion for each Moving Object. Select a Moving Object with the arrows, then hit <RTN>. There are three options for each object:

F: Free Form - Moving Object moves independently of other objects

H: Hunt - Moving Object tracks player-controlled Moving Object

A: Avoid - Moving Object avoids player-controlled Moving Object

FREE FORM

Select an initial direction and speed for the object. Type in the numeric value for the speed: 0 to 64. Select the direction on the compass with the left and

right arrows. Hit <RTN> when finished.

HUNT

The Moving Object will head for the player-controlled Moving Object, taking a new reading on the player's position every few seconds. The time between readings can be set from 1 to 9 seconds.

After selecting the timing, you can optionally set an initial speed and direction, as with Free Form, by typing S <RTN>. You'll go to a screen similar to the Free Form screen.

AVOID

Same as Hunt, exept that the object moves away from the player-controlled Moving Object.

ARRIVALS

On the game screen, set the initial position of each Moving Object. Type in the number of the object to select it, and then use the arrows to move it.

DEPARTURES

Departures let you define what happens when each Moving Object leaves the screen. Use the arrows to select a Moving Object and hit <RTN>. You will then have 7 options:

1. Print Message
2. Kill Object
3. Wrap Object around
4. Black Hole
5. Bounce Object
6. Bounce + Move Down
7. Stop Object

Print message displays a message on screen when an object leaves screen. This can be useful when designing your game.

The other selections are pretty much self-explanatory. Try them out to see the effects.

GAMEPLAY OPTIONS

Gameplay Options lets you set other features for your game.

SPECIAL EFFECTS

You can define up to 8 Special Effects. A Special Effect is really another Moving Object. When a Special Effect is triggered by two Moving Objects colliding, one of the Moving Objects is replaced by the Special Effect, so there is still a maximum of 8 Moving Objects/Special Effects on the screen at one time.

As with a Moving Object, each Special Effect is made up of from 1 to 15 animation pictures, stored with the other Moving Object pictures. The 16 maximum Moving Objects and Special Effects still have a limit of 64 total pictures.

You can define your own Special Effect animation, or get one from the Picture Library as with Moving Objects.

You define the START PIC., NO. PICS., PIC. SPEED, and COLOR the same as with a Moving Object.

A Special Effect has additional features:

Time: Y or N. Lets you determine how long the Special Effect will appear on screen before disappearing. If you don't set a timer, the special Effect will stay on screen forever or, if it's moving, until it moves off one of the borders. I setting the timer, press Y and enter the number of seconds from 1 to 99.

Once the Special Effect has timed out or moved off-screen, it will revert to the Moving Object it was before the collision that triggered the effect.

Sound: Hit <RTN> to go to 4 pages of sound effects. The currently selected sound effect is highlighted. Type the page number to go to another page, use the arrow keys then press <RTN> to select a new sound effect when the Special Effect occurs.

Points: Assign a number of points to the Special Effect, from 0 to 9900, in increments of 100.

Motion: Assign a motion and direction to the Special Effect on a screen similar to the screen used to assign initial motion to the Moving Objects.

PLAYER OBJECT

One Moving Object in the game is controlled by the player. This is assigned by Player Object.

OBJECT

Select one of the Moving Objects, from 1 to 8.

EXTRA LIVES

Assign how many extra lives you get, after the Player Object dies, from 0 to 99.

TRAVEL SPEED

Choose how fast the Player Object moves when you press the disk, from 1 (slowest) to 63 (fastest).

LINK OBJECT

You have the option of linking the Player Object with the next higher Moving Object (unless the Player Object is #8) by typing Y(es). The linked Objects will move together until a Special Effect replaces one of the Objects.

Note that in the preprogrammed game, Player Object #3 (the man) is linked to Moving Object #4 (the raft).

Another use of linked objects, common in Intellivision games, is to create a two-color Moving Object.

WEAPON

The Weapon is, like a Special Effect, another type of Moving Object. Any Moving Object other than the Player Object and the Moving Object linked to it (if any) can be assigned as the Weapon.

The animation, color, and size are defined under Moving Objects. However, the Weapon will be invisible until "fired" by the controller key press. The object will then appear and move as defined below, until it hits another Moving Object for which an interaction has been defined, or until it goes off the screen.

The Weapon can not be reused until it has disappeared, either off-screen or after an interaction.

First, decide if the Player Object can fire a weapon by typing Y or N.

The available Moving Objects has not been defined earlier, if it is the Player Object, or if it is linked to the Player Object, its number is not available.

Use the arrow keys to select Object, then type in the number of the Moving Object you want to make a Weapon. Then select Launch Mode and hit <RTN>.

On Launch Mode, you can select three firing options and a speed:

W: Wheel - When one of the hand controller side action buttons is pressed, the Weapon will appear at the Player Object and move in the direction the hand controller disc was last pressed.

F: Fixed - When one of the hand controller side actions buttons is pressed, the Weapon will appear at the Player Object and move in a fixed direction. You will be taken to a screen where you can choose the direction of the weapon on a compass, using the left and right arrows.

N: Numeric Keys - The Weapon fires from the Player Object in the direction pressed on the hand controller numeric keypad, with 2 being UP, 6 being RIGHT, 7 being DIAGONALLY LEFT AND DOWN, etc.

SPEED - Type in a speed for the Weapon, from 1 (slowest) to 63 (fastest).

Once you defined the Launch Mode, you can select a Sound heard when the weapon is fired. Select Sound with the arrows, hit <RTN> and you will go to the four pages of sound effects seen when you selected Special Effect sounds. As before, type in the page number, and then use the arrows and <RTN> to select a sound effect.

FORCE FIELD

The Force Field lets you define an area on screen that some or all of the Moving Objects onscreen cannot leave. In our preprogrammed game, the man, raft, and dinosaurs are all constrained to stay in the water.

To define a Force Field for the game, type Y.

Use the arrows to select Objects Affected and press <RTN>. Use the arrow to select each Moving Object and type Y(es) or N(o), if the Moving Object must remain with in the boundaries of the Force Field.

Hit <ESC> to go back up and select Set Force Field. Then press one of the edges - Top, Bottom, Left, Right - and <RTN>.

You will go to the game screen. Using the appropriate arrow key, bring in the border to define that edge of the Force Field. Repeat for the other edges.

SCORING

Here you can set how the score is displayed on screen, and when bonus lives are awarded.

SET SCORE COLOR

Select Set Score Color and press <RTN>. You can then set the color for the Score (press S) and Lives counter (press L). For each, you can choose a front (F) and back (B) color, using the arrows. Go back up with <ESC>.

SET SCORE LOCATION

Select Set Score Location and press <RTN>. You can then use the arrows to move the position of the Score. Go back up with <ESC>.

BONUS LIVES?

Select Bonus Lives? and press Y if you want to award bonus lives. When you press Y you can then enter the number of points where a bonus life is awarded, from 1000 to 9000, in increments of 1000.

LOAD/STORE GAME

Game Factory was designed to save games to cassette tapes so they could be reloaded later.

(c)1979, 1998 Intellivision Productions, Inc.